

**Amendments to the Claims:**

Please amend claims 1, 9 and 19 and cancel claims 38-68. All pending and withdrawn claims are listed below. This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (currently amended) A method of playing a wagering game using one or more decks of cards comprising:

~~prior to each new game,~~ generating a new set of random over numbers and a new set of random under numbers from a group of numbers;

accepting one or more wagers from one or more players;

dealing each wagering player one or more cards;

determining a value of the one or more player cards; [[and]]

resolving an over/under player wager by determining whether the value of the one or more cards is in the set of over numbers or in the set of under numbers; and

if said determined value is not within the set of over numbers or set of under numbers, dealing the player an additional card then resolving the over/under player wager by determining whether the new value of the cards is in the set of over numbers or in the set of under numbers.

2. (original) The method of claim 1 wherein resolving an odd/even player wager comprises determining whether the value of the one or more player cards is odd or even.

3. (original) The method of claim 1 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a wheel divider.

4. (original) The method of claim 1 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using an electronic random number generator.

5. (original) The method of claim 1 wherein modulo 10 is used to determine the value of the one or more player cards.

6. (original) The method of claim 1 wherein an additional final card is dealt to each wagering player receiving one or more cards having a value of 0 or 9.

7. (original) The method of claim 6 wherein resolving a posts player wager comprises determining whether the value of all player cards is 0 or 9.

8. (original) The method of claim 1 wherein the set of random over numbers and the set of random under numbers each include four unique numbers between 1 and 8.

9. (currently amended) A method of playing a wagering game using one or more decks of cards comprising:

prior to each new game, generating a new set of random over numbers and a new set of random under numbers from a group of numbers;

accepting one or more wagers from one or more players, said wagers being placed on either a player hand, a community hand or both;

dealing each wagering player one or more cards;

dealing one or more cards to form a community hand;

determining a value of the one or more player cards and the two card community hand;

resolving an over/under player wager on the player's hand by determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers;

if said determined value of a player's cards is not within the set of over numbers or set of under numbers, dealing the player an additional card then resolving the over/under player wager by determining whether the new value of the cards is in the set of over numbers or in the set of under numbers; and

resolving an over/under player wager on the community hand by determining whether the community hand is in the set of over numbers or in the set of under numbers.

10. (original) The method of claim 9 wherein resolving an odd/even player wager on the player's hand comprises determining whether the value of the one or more player cards is odd or even; and

resolving an over/under player wager on the community hand by determining whether the value of the community cards is odd or even.

11. (original) The method of claim 9 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a wheel divider.

12. (original) The method of claim 9 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using an electronic random number generator.

13. (original) The method of claim 9 wherein modulo 10 is used to determine the value of the one or more player cards and the community cards.

14. (original) The method of claim 9 wherein each wagering player and the community is dealt an additional final card when the player or the community is dealt one or more cards having a value of 0 or 9, respectively.

15. (original) The method of claim 14 wherein resolving a posts player wager on the player's hand or the community hand comprises determining whether all the player cards or all the community cards is 0 or 9, respectively.

16. (original) The method of claim 9 wherein the set of random over numbers and the set of random under numbers each include four unique numbers between 1 and 8.

17. (original) The method of claim 9 wherein the value of the one or more community cards is displayed on a display device.

18. (original) The method of claim 14 wherein the value of the one or more community cards is displayed on a display device.

19. (currently amended) A method of playing a wagering game using one or more decks of cards comprising:

~~prior to each new game,~~ generating a new set of random over numbers and a new set of random under numbers from a group of numbers;

accepting one or more wagers from one or more players, said wagers being placed on a community hand;

dealing one or more cards to form a community hand;

determining a value of the community cards; [[and]]

resolving an over/under player wager by determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers; and

if said determined value is not within the set of over numbers or set of under numbers, dealing an additional community card then resolving the over/under player wager by determining whether the new value of the community cards is in the set of over numbers or in the set of under numbers.

20. (original) The method of claim 19 wherein resolving an odd/even player wager comprises determining whether the value of the one or more community cards is odd or even.

21. (original) The method of claim 19 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a wheel divider.

22. (original) The method of claim 19 wherein generating the set of random over numbers and the set of random under numbers is accomplished with an electronic random number generator.

23. (original) The method of claim 19 wherein modulo 10 is used to determine the value of the one or more community cards.

24. (original) The method of claim 19 wherein an additional final card is dealt to the community hand when the one or more community cards has a combined value of 0 or 9.

25. (original) The method of claim 24 wherein resolving a posts player wager comprises determining whether the value of all community cards is 0 or 9.

26. (original) The method of claim 25 wherein the set of random over numbers and the set of random under numbers each include four unique numbers between 1 and 8.

27. (original) The method of claim 19 wherein the value of the community cards is displayed on a display device.

28. (original) The method of claim 24 wherein the value of all community cards is displayed on a display device.

29. (original) A method of playing a wagering game using one or more decks of cards comprising:

- generating a set of random over numbers and a set of random under numbers;

- accepting one or more wagers from one or more players;

- dealing each wagering player one or more cards;

- determining a value of the one or more player cards;

- if said combined value is within a preestablished range, resolving an over/under player wager by determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers; and

- if said value is equal to one or more preestablished numbers outside the preestablished range, dealing the player an additional final card and resolving the over/under wager by determining whether the value of all player cards is in the set of over numbers or in the set of under numbers.

30. (original) The method of claim 29 wherein resolving an odd/even player wager comprises determining whether the value of the one or more player cards is odd or even.

31. (original) The method of claim 29 wherein resolving a posts player wager comprises determining whether the value of all player cards is 0 or 9.

32. (original) A method of playing a wagering game using one or more decks of cards comprising:

- generating a set of random over numbers and a set of random under numbers;

- accepting one or more wagers from one or more players;

- dealing one or more cards to form a community hand;

- determining a value of the community cards;

- if said value is within a preestablished range, resolving an over/under player wager by determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers; and

- if said value is equal to one or more preestablished numbers outside the preestablished range, dealing an additional final community card and resolving the over/under wager by determining whether the value of all community cards is in the set of over numbers or in the set of under numbers.

33. (original) The method of claim 32 wherein resolving an odd/even player wager comprises determining whether the value of the one or more community cards is odd or even.

34. (original) The method of claim 32 wherein resolving a posts player wager comprises determining whether a value of all community cards is 0 or 9.

35. (original) A method of playing a wagering game using one or more decks of cards comprising:

- generating a set of random over numbers and a set of random under numbers;

accepting one or more wagers from one or more players, said wagers being on a player hand, a community hand or both;

dealing each wagering player one or more cards;

dealing one or more cards to form a community hand;

determining a value of the one or more player cards and the one or more community cards;

if said value of the player hand is within a preestablished range, resolving an over/under player wager on the player's hand by determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers;

if said value of the player hand is equal to one or more preestablished numbers outside the preestablished range, dealing the player an additional final card and resolving the over/under player wager on the player's hand by determining whether the value of all the player cards is in the set of over numbers or in the set of under numbers;

if said value of the community hand is within a preestablished range, resolving an over/under player wager on the community hand by determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers; and

if said value of the community hand is equal to one or more preestablished numbers outside the preestablished range, dealing an additional final community card and resolving the over/under player wager on the community hand by determining whether the value of all community cards is in the set of over numbers or in the set of under numbers.

36. (original) The method of claim 34 wherein resolving an odd/even player wager on the player's hand comprises determining whether the value of the one or more player cards is odd or even; and

resolving an odd/even player wager on the community hand by determining whether the value of the one or more community cards is odd or even.

37. (original) The method of claim 34 wherein resolving a posts player wager on the player's hand comprises determining whether the value of the one or more player cards is 0 or 9; and

resolving a posts player wager on the community hand by determining whether the value of the one or more community cards is 0 or 9.

38-68 (cancelled)